ANDROID™

NETRUNNER™

THE CARD GAME

TERMINAL DIRECTIVE

THE MURDER

She was glad the bodies were gone, even if the smell still lingered. Investigator Whitney Frank had seen her share of violent crime scenes, but those ragdoll corpses with crushed skulls had left her shaken. Two techs bagged the heavy sledgehammer while a low-hovering camdrone gathered some last-minute images. The other officers milled among themselves, sipping YucaBean or swiping away virt after virt of logs. Soon this would be just another case number in the immense NAPD backlog.

"Pretty quick mop job," quipped a familiar voice. "Bet that really burns you, Whit." Investigator Inez Delgado stepped out of the shadows, her fingers dancing around her illuminated PAD, as always.

"Yeah, too quick." Frank shook her head. "Somebody wants this to go away quietly. What are you doing down here?" As part of the Cyber Bureau, Delgado rarely left her desk—the city's surveillance networks served her.

"I had a hunch," replied Delgado. "Local seccam is busted. But I intercepted some vid from another source. The sort that's a journo's glee and some corp's nightmare."

Of course she had. Delgado had probably hacked the source herself. "The victims were all Human First," Frank explained. "The evidence points to them being jumped by someone big, heavily augmented, really strong. He killed them all with a sledgehammer, exactly the same way Human First goes about destroying 'golems.'"

Delgado crossed her arms and looked at the ground. "It was a bioroid that did this."

Frank stared. "No way. Bioroids can't kill. They've got those Directives—"

"The vid all but proves it," Delgado said. "Maybe someone wrote a new Directive."

INTRODUCTION

Terminal Directive is a narrative–driven campaign for *Android: Netrunner* that involves a series of grisly murders purportedly committed by a bioroid. You and an opponent take on the role of either Corp or Runner for the duration of the campaign.

This campaign is played over a series of games that are very much like normal games of Netrunner, but there are some noticeable differences.

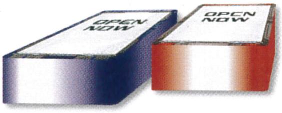
Unlike normal games of *Android: Netrunner*, the choices you make in one game of *Terminal Directive* have lasting impact on future games in the campaign. Over the course of the campaign, you and your opponent race to be the first to track down the killer. Each player will reveal new sets of cards and effects, moving the campaign forward and giving them new abilities and objectives.

DO NO OPEN
DO NO OPEN

DO NOT OPEN SECRET PACKS

Until Instructed Otherwise

COMPONENTS



163 REGULAR CARDS

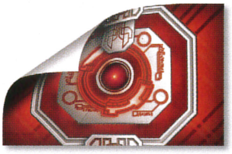
All cards in the "Open Now" packs of *Terminal Directive* are legal for regular social and tournament play.

Runner Secret Card and Sticker Packs

Corp Secret Card and Sticker Packs

4 SECRET CARD AND STICKER PACKS

These packs contain all of the cards and stickers required to play through the campaign. There is 1 pack of stickers and 1 pack of cards for each side, red for the Runner and blue for the Corp. It is important that players do not look at them until instructed.



6 Runner Stickers

6 Corp Stickers

12 CLOSED FILE STICKERS

A player uses these stickers to cover up completed tasks, when instructed to do so.

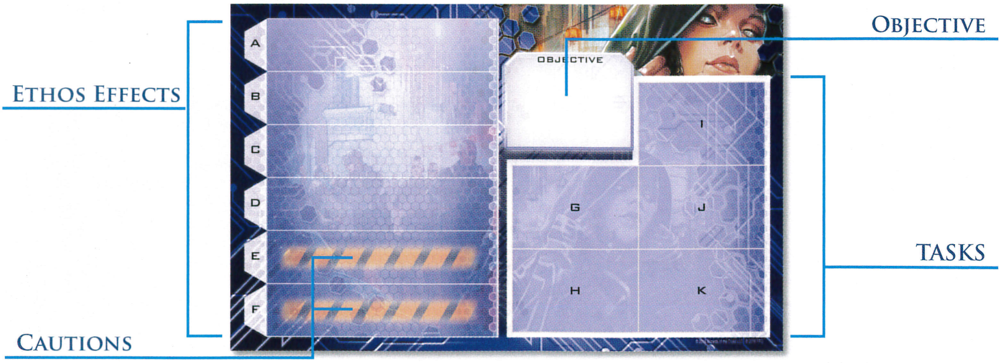
A
B
C
D
E
F
OBJECTIVE
I
G
J
H
K

1 Runner PAD

1 Corp PAD

2 PERSONAL ACCESS DEVICES

Each player has a personal access device, or PAD, that contains all of their campaign information. Throughout the campaign, new stickers will be added to the open slots on his or her PAD or overwrite previous stickers. Only the stickers on a PAD that are currently visible affect the game.



PAD Anatomy

CAMPAIGN SETUP

To begin a campaign, you and your opponent each choose a side, Runner (Red) or Corp (Blue). You will play this side for the duration of the campaign.

Then each player follows these instructions:

1. Select one of the identity cards in *Terminal Directive*. It is recommended to build your deck using the player cards in this box and the contents of one copy of the *Android: Netrunner* Core Set. As a variant, you and your opponent may agree to use a larger card pool, but both players ideally should have access to the same card pool if you do so.

   When deckbuilding, the Corp player must choose three fewer cards and six fewer agenda points than normally required. The Corp player will receive three agendas, each worth two agenda points, at the start of the first game of *Terminal Directive*. These cards must be included in the Corp player's deck for campaign play.

   The Runner player may choose three fewer cards to include in his or her deck than normally required. The Runner player will receive three resource cards at the start of the first game of *Terminal Directive*. These cards must be included in the Runner player's deck for campaign play.

2. Take the PAD that corresponds to the side you have built a deck for.
3. Open your secret card and sticker packs. Take the set 1 cards and sticker sheets and set them aside. These will be the cards and sticker sheets behind the number 1 dividers. Return the rest of the cards and stickers to the box.
4. Each player reveals the cards and sticker sheets in set 1. Each type of card and sticker is explained in detail on the following pages. When you are given a choice, be advised that your decisions have irreversible consequences—any new cards or effects that you do not select are **destroyed** (torn in half or otherwise rendered unplayable).

You are now ready to begin playing the campaign.

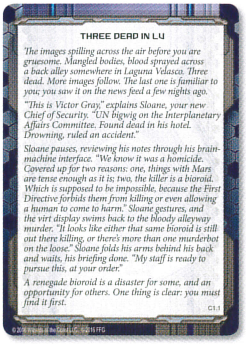
Numbered Divider Cards

SETS

A set refers to the cards and sticker sheets behind a specific number. When you are directed to reveal a set you will take all cards and stickers that are behind the matching numbered dividers, stopping when you reach the next divider. Not every set will contain both cards and stickers.

INFORMATION CARDS

Each set you reveal has a double-sided information card that reveals details relevant to your investigation and directions on what to do with the contents. Read this card before continuing to examine the rest of the set. The front side of the card with italicized text advances the story. Each player may choose to read this story information secretly, which can be desirable if they wish to play the campaign again as the opposite side. The reverse side of the card contains instructions and game information. This text should be read aloud.



THREE DEAD IN LU

The images spilling across the air before you are gruesome. Mangled bodies, blood sprayed across a back alley somewhere in Laguna Velasco. Three dead. More images follow. The last one is familiar to you; you saw it on the news feed a few nights ago.

"This is Victor Gray," explains Sloane, your new Chief of Security. "UN bigwig on the Interplanetary Affairs Committee. Found dead in his hotel. Drowning, ruled an accident."

Sloane pauses, reviewing his notes through his brain-machine interface. "We know it was a homicide. Covered up for two reasons: one, things with Mars are tense enough as it is; two, the killer is a bioroid. Which is supposed to be impossible, because the First Directive forbids them from killing or even allowing a human to come to harm." Sloane gestures, and the virt display swims back to the bloody alleyway murder. "It looks like either that same bioroid is still out there killing, or there's more than one murderbot on the loose." Sloane folds his arms behind his back and waits, his briefing done. "My staff is ready to pursue this, at your order."

A renegade bioroid is a disaster for some, and an opportunity for others. One thing is clear: you must find it first.

C1.1

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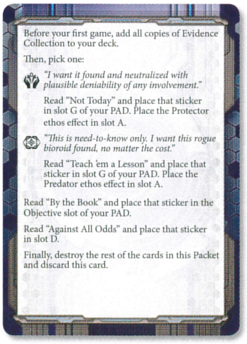
Front Side



Before your first game, add all copies of Evidence Collection to your deck.

Then, pick one:

"I want it found and neutralized with plausible deniability of any involvement."

Read "Not Today" and place that sticker in slot G of your PAD. Place the Protector ethos effect in slot A.

"This is need-to-know only. I want this rogue bioroid found, no matter the cost."

Read "Teach 'em a Lesson" and place that sticker in slot G of your PAD. Place the Predator ethos effect in slot A.

Read "By the Book" and place that sticker in the Objective slot of your PAD.

Read "Against All Odds" and place that sticker in slot D.

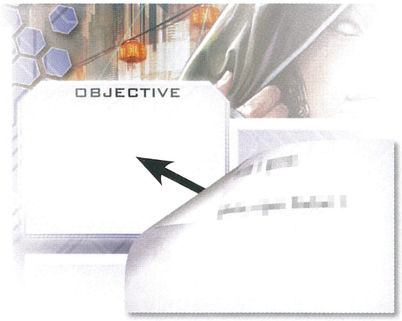
Finally, destroy the rest of the cards in this Packet and discard this card.

Reverse Side

OBJECTIVES

Objectives are stickers with goals that will directly advance your investigation, getting you closer to locating the killer. Objective stickers are placed on the objective space on your PAD.

Once you accomplish an objective, you will reveal the set indicated in its text. Within that set is a new objective sticker which is placed directly on top of your last objective, overwriting the completed objective with the one for the next stage of the investigation. Any time an objective is covered by a new one, the old one no longer has any effect.

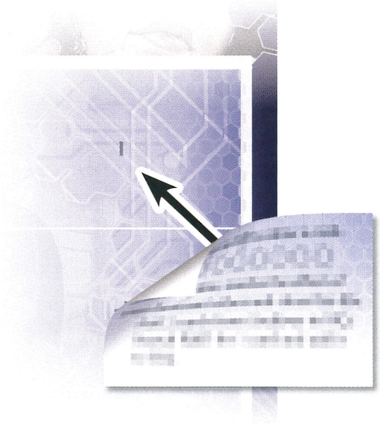


Objective Sticker

TASKS

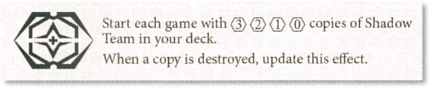
Tasks are stickers that contain optional goals that will give you special benefits over the course of the campaign. It is possible to play through the campaign without ever accomplishing any of these tasks, but they should not be dismissed lightly. When you get a new task, place it in the specified space on your PAD.

Each task states what is required to complete it. When successfully completed, the task triggers an effect or requires you to reveal a new set.



Task Sticker

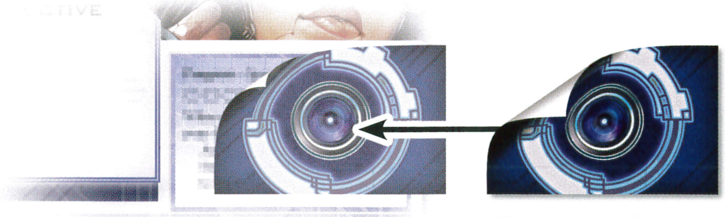
Tasks with Card Counts. A few tasks require you to include specific campaign cards in your deck. The sticker indicates the required quantity of that card in the left-most of a series of numbered hexes. If a copy of that card is destroyed for any reason, mark off the left-most hex on that effect to accurately reflect the updated quantity of that card.



Start each game with ③ ② ① ⓪ copies of Shadow Team in your deck.
When a copy is destroyed, update this effect.

Example: *Charlie places three copies of Shadow Team in his deck between games. Later, he is instructed to destroy a copy of Shadow Team, so he destroys that card and then marks off the left-most hex. The effect now instructs him to include two copies.*

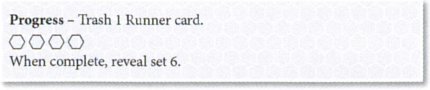
Close this file. When you complete a task, you will be instructed to "close this file". To close a file, place one of the closed file stickers over it. Any time a task is covered by another sticker, it no longer has any effect.



Closed File Sticker

PROGRESS

Most tasks and objectives take multiple turns or even several games to complete. Such stickers state the requirement for progress and have a progress bar with which to record your progress. Each time you add progress to a task, mark off one hex in the progress bar; when the bar is full, the task is complete. You can mark off more than one hex at one time.

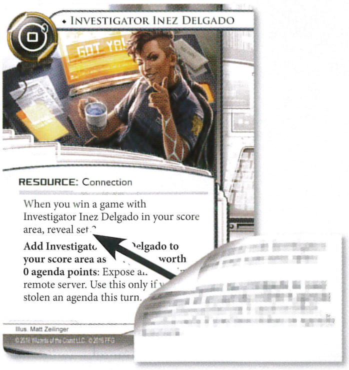


Progress – Trash 1 Runner card.
⬡⬡⬡⬡
When complete, reveal set 6.

Example: *If a Corp effect trashes 2 Runner cards, Joan marks off two hexes in the progress bar. When all four are marked off, the task is completed, and Joan will immediately complete that task.*

UPDATING TEXT

Some information cards or tasks instruct you to update your PAD or a campaign card with a sticker that replaces the text box, unlocking new abilities. When you update your PAD or a campaign card, place the sticker on the corresponding slot or card as instructed. The old text no longer has any effect. Because the stickers increase the thickness of updated cards, it is recommended that you sleeve your deck.


• INVESTIGATOR INEZ DELGADO
RESOURCE: Connection
When you win a game with Investigator Inez Delgado in your score area, reveal set 2.
Add Investigato… Delgado to your score area as … worth 0 agenda points: Expose a… remote server. Use this only if y… stolen an agenda this turn.
Illus. Matt Zeilinger

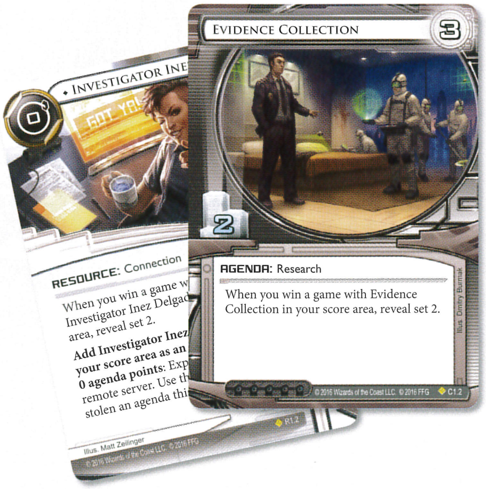
Card Upgrade Sticker

CAMPAIGN CARDS

Campaign cards are special cards in some of the sets that are only legal when you are playing the campaign format. All campaign cards bear a yellow version of the set symbol ◆.

CHANGING YOUR DECK

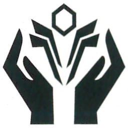
If you gain one or more campaign cards in the middle of a game, you will usually set them aside until the current game is complete. You can then add them to your deck in between games. You may also change the player cards in your deck, but you may only do so between games, and you may not change your identity.


• INVESTIGATOR INE…
RESOURCE: Connection
When you win a game w… Investigator Inez Delgad… area, reveal set 2.
Add Investigator Inez… your score area as an… 0 agenda points: Exp… remote server. Use th… stolen an agenda thi…
Illus. Matt Zeilinger
R1.2
EVIDENCE COLLECTION
3
2
AGENDA: Research
Illus. Dmitry Burmak
C1.2

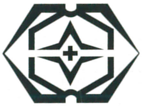
When you win a game with Evidence Collection in your score area, reveal set 2.

ETHOS EFFECTS

Ethos effects are stickers that give you special abilities for the rest of the campaign. When you get a new ethos effect, place it in the specified space on your PAD. There are two types of ethos effects, and each time you get one you must choose between them:

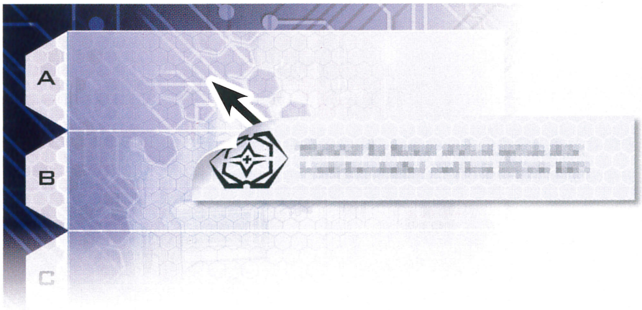


Protector



Predator

These types do not correspond with good and evil. Instead, your ethos is based on whether your instincts lead you to evade attacks and make counterstrikes (Protector) or to seize the initiative and force your opponent to adapt to you (Predator). You are never forced to follow a single path. Any choice between Predator and Protector is a new opportunity to refine your ethos.



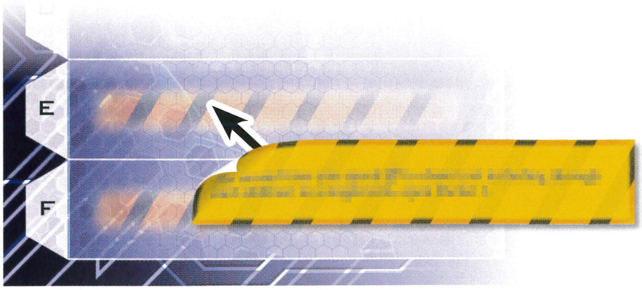
Ethos Sticker

Dominant Ethos. Whichever icon appears most frequently on your PAD reflects your dominant ethos, which gives you access to different options over the course of the campaign. If your PAD shows the same number of both ethos symbols, your dominant ethos is the symbol in slot A; as the first choice you made, this reflects your instincts.

CAUTIONS

Cautions are stickers that are similar to tasks, but their consequences are more harmful to you. When you get a caution sticker, place it in the specified space on the bottom of your PAD. Cautions can be overwritten by new ethos effects as instructed.

When the effect on a caution is triggered, it is resolved immediately. It is up to each player to decide whether each action is worth the risk of triggering his or her cautions.



Caution Sticker

RULES CLARIFICATION

Cards that are "put into play" or that "start in play" are not considered to have been played or installed. They become active as soon as the effect that puts them into play resolves.

WINNING A CAMPAIGN

The length of a campaign varies depending on how quickly each player advances their side of the story. It is unlikely that a campaign can be completed in one sitting.

You and your opponent should continue to play games of *Terminal Directive* until one player solves the mystery and receives the instruction, "You have won the campaign."

CREDITS

***Terminal Directive* Design and Development**: Damon Stone with Philip D. Henry

***Terminal Directive* Fiction**: Daniel Lovat Clark

Editing: Jacob Morris, Christine Crabb, and Mary Lanham with Katrina Ostrander

Expansion Graphic Design: Mercedes Opheim and Michael Silsby

Graphic Design Manager: Brian Schomburg

Cover Art: Adam Schumpert

Art Direction: Taylor Ingvarsson

Managing Art Director: Andy Christensen

Producer: Damon Stone with Erik Dahlman and Lukas Litzsinger

Original Game Design: Richard Garfield

Android: Netrunner Game Development: Lukas Litzsinger

Android: Netrunner Graphic Design: Michael Silsby with Chris Beck, Shaun Boyke, Dallas Mehlhoff, Andrew Navaro, and Evan Simonet

Android Universe created by: Kevin Wilson with Daniel Lovat Clark

Android Story Team: Daniel Lovat Clark, Michael Hurley, Lukas Litzsinger, and Katrina Ostrander

Production Management: Megan Duehn

LCG Manager: Chris Gerber

Creative Director: Andrew Navaro

Executive Game Designer: Corey Konieczka

Executive Producer: Michael Hurley

Publisher: Christian T. Petersen

Playtesters: James Abele, Tucker Adams, El-ad David Amir, Brad Andres, Jaffer Batica, Ian Birdsall, Oliver Brooks, Frank Brooks, Kelly Casteel, Daniel Lovat Clark, Alex Davy, Derek Dugan, Ben Dwyer, Andrew Fischer, Toby Forman, Ross Freitag, Paul Freitas, Max Gillett, Chris Gerber, Jason Hamner, Philip Henry, Chris Hinkes, Cory Hockman, Michael Hurley, Robert Jennings, John Juranek, Bob Juranek, Philip Kahn, Kalar Komarec, Phil Lancaster, Mark Larson, Jeff Lindsay, Lukas Litzsinger, David Murray, Andrew Navarro, Alec Nelson, Matt Newman, Katrina Ostrander, Kieron Papps, Jamie Perconti, Thomas Robertson, Kelsy Stone, Pacer Stringfellow, Zach Tewalthomas, David Weeks, Brendan Weiskotten, Stuart Wilson, Jonathan Ying, Jeremy Zwirn

AYLA "BIOS" RAHIM

When she was done with midday prayers, Ayla Rahim didn't really feel any more serene than she had when she started. She was, if she was being honest with herself, still something of a mess. Had been for weeks, ever since Professor Atoc had been arrested. She let her prayer rug roll itself up, then tucked it into her pocket, putting the professor and his legal troubles and his cut funding and her uncertain academic future all away at the same time. She took a deep breath. "You're doing fine, and everything will be fine, inshallah.*"*

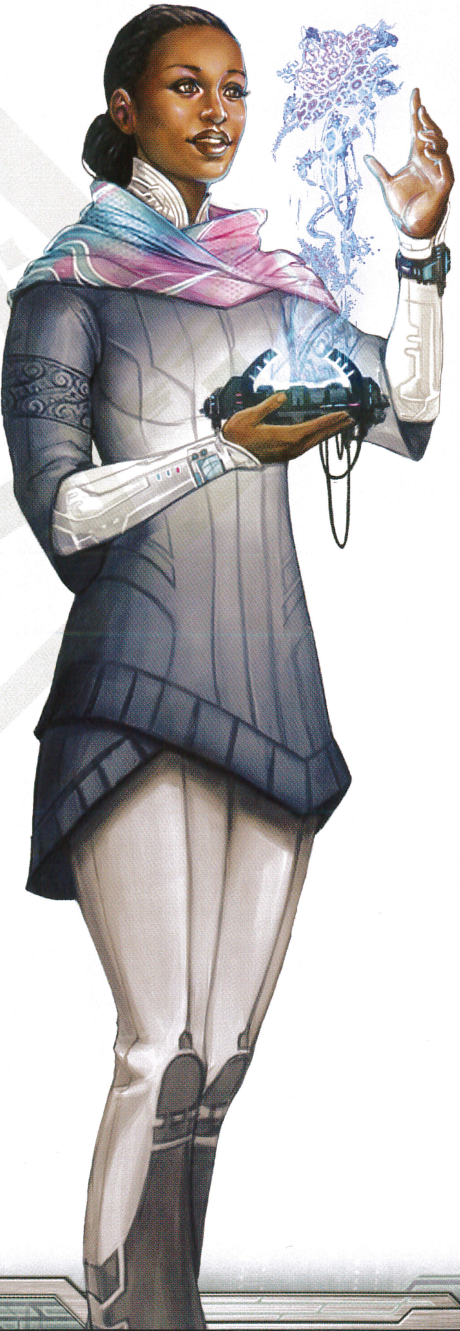
She climbed down from the water tower. She didn't technically have to be high up to say her prayers, but she felt closer to God with at least a little open air around her. In a way, she was happy to have been forced to move her lab. The agricultural genomics campus was one of the few open patches of land and sky in the city, and at this phase of her project her needs were modest. And she'd always liked plants.

"Not that they're plants," she said to no one. She shoved open the door to the disused shack that had become her lab. Her…"creations," she supposed was the term, rested on counter-tops and dusty shelves, humming and glowing as they grew. "Rather like plants, it turns out. I am talking to them, after all."

They looked like plants, a little, growing in their pots, new branches and leaves gradually blooming as they developed, sipping data from the Network instead of sunlight. But they were fantastically complex quantum computing constructs, growing their intelligences through endless iteration, budding out new processes and subroutines. Sometimes she had to prune a defective growth. Other times she had to break open the pot of Network protocols and defenses that kept her "plants" from learning.

Each of her constructs had been given a different seed, a question or a task, and so each grew according to a different pattern. This one analyzed the NASX and had grown wide with thick, luxurious petals. Another calculated interplanetary travel and had long, sweeping branches for each of the worlds. But the last one was her favorite. She'd simply told it to learn how to think. She stooped over it, brushing its sensor field, inviting it to bloom and show her what was inside.

It bloomed, and kept blooming, and filled the room with a rush of new data she'd never seen before. An infinite latticework of tendrils and leaves, rising up and up into an impossible thicket. All from a single new branch. "Well," she said. "That is interesting." Ayla pulled open a drawer and lifted her console. Her experiment was either ruined, or had just uncovered something profound. Time to find out which.



STEVE CAMBRIDGE

"Alec! One more screw-up and your tenure here at SYNC will be very short, you get me?"

"Sorry boss," Cambridge said. "I didn't realize." He smiled brightly, like a dog who just wanted to make his master happy. It was a good bit. Soft-hearted bozos like Sheppard ate it up.

Cambridge shook his head as he passed into the guts of SYNC's Manta District Master Information Routing Center. It took a surprising amount of effort to play the part of barely-competent techie, but it was worth it for his sweet position in the heart of New Angeles's Network infrastructure. So far, it had been a great cover for his other ventures.

Minutes later, Cambridge sat in the midst of a humming forest of server spires, his breath misting in the machine-chilled air. He was, technically, done for the day. Or rather, Alec's duties were all completed, thanks to the assistance of a handful of secretaries he'd previously kitbashed together for this purpose.

How long would Sheppard expect him to be busy back here? Hours, probably. What to do? Might as well put a tap on the trunk lines, he reasoned, and set an AI to sift for anything interesting. Or valuable, which was Cambridge's favorite flavor of interesting.

Twenty minutes later he was watching connections flicker past him as colored bubbles, grinning all the while. SYNC would never know about the tap unless someone physically opened the panel and looked, and whose job was it to do that? Alec's. He would have to sneaker-net the data in and out, but that was easily done. Just another windfall from this lucrative—

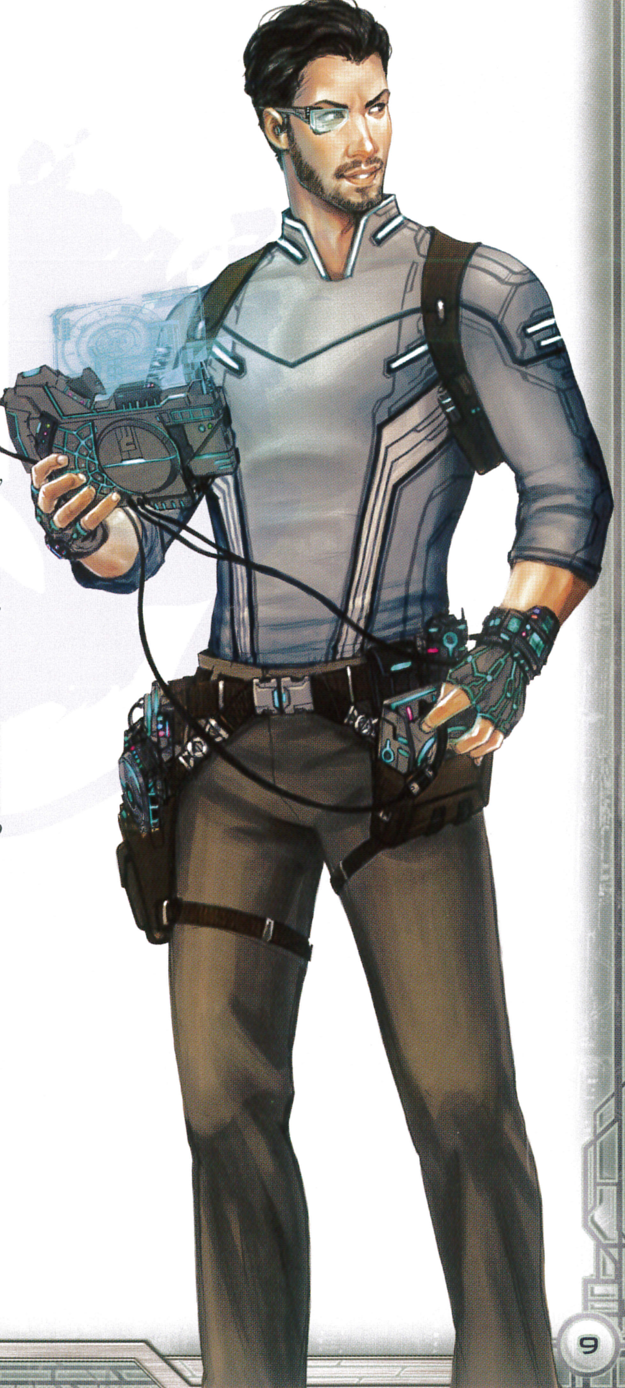
His eye twitched as he read the bare parameters of recent traffic. There is was—an enormous file, heavily encrypted. Impossible to decrypt in reasonable time with any kind of normal rig.

"Gosh, it's a good thing I own the entire Network from here," murmured Cambridge.

"Mister Hardison!" barked Sheppard, tap-tapping down the metal grating of the corridors. "Are you caught up yet?"

Cambridge tried contrition again; it had seemed to work the best before. "Sorry, boss, not quite. Something went wrong with the Set C reboot and I'm trying to run a diagnostic."

Sheppard was already gone, with no indication she had any idea what Cambridge was doing. But Cambridge didn't have time to gloat. He was on the cusp of something interesting enough to retire on.



SEIDR LABORATORIES

"What we're talking about here is the end of the bioroid," said Feder. "A bioroid cannot do what you're describing. By definition. If it could, it wouldn't be a bioroid." Eyes rolled. Moon's in particular. This was not the first time Feder had held forth on the topic. It was not, in fact, the first time during this meeting.

"Look, put aside the technical concerns," said Nascez.

"We cannot 'put aside' the technical concerns!" protested Feder again. "The Directives are fundamental to—"

"To the public reception of bioroids; yes, I quite agree," said Nascez. Feder collapsed back in his chair, fuming. "People are terrified of the bogeyman of the 'killer robot,' of technology they cannot control. The Directives are the only reason the public accepts bioroids at all."

Feder saw his chance and jumped back in. "Without Directives, a bioroid would be no more 'programmable' than a human being. The public knows this."

"But if we are successful, then the public will be wrong," said Moon. "We are attempting something new. That is, in fact, our entire purpose. I thought we all understood that."

"We all understand that," said Amrit. He spread his hands, as if to press back the hostility at the luminous glass table. "But what we are less united on is whether this directive-less neural channeling initiative is possible."

"Of course it's possible." Strauss threw her hands up in the air. "Everyone in the room is using a directive-less brain to think with right now."

"Copying a human brain has proved unfeasible thus far," said Feder. At least on technical issues he could be calm and almost pleasant. "Nor, were it possible, would it be useful. An unregulated, uncontrolled intelligence isn't a tool that we can sell on the market. It's…" He floundered, waved a hand dismissively. "Useless."

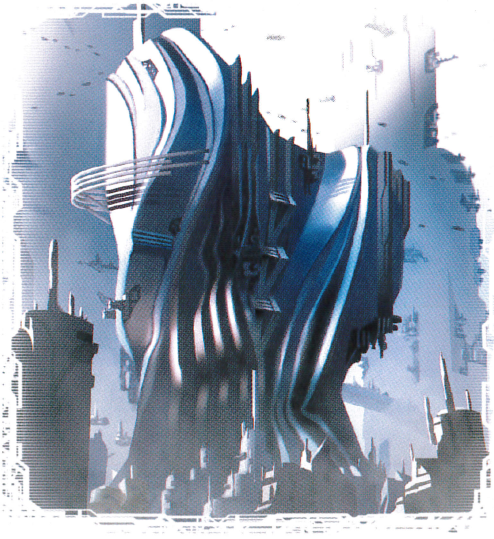
"It won't be unregulated or uncontrolled," said Moon. "Bioroid brains can learn. We can teach our new model ethics: teach it to, in short, control itself. The new bioroid won't need directives. It will have instincts."

An angry red icon appeared in the glass of the meeting-room table. Moon cut off the next round of protests with a wave of her hand. "Thank you for your input, everyone; we are out of time. I'd like to remind you that this project was given to us by Ms. McGuire herself, and if you don't want to work on it, you can look for a new job. As always, this meeting has been a complete waste of my time. Good–bye." She wondered if her secretary had edited out that last bit as the other attendees derezzed and vanished. She supposed she'd find out when HR sent her another round of angry demands.

"The director calling for you, Ms. Moon," said her secretary as calmly as if the Director called on a regular basis. Moon kept her scream internal. The Director calling could mean many things, and hardly any of them ended with Moon fired. She stood, smoothed her skirt and gave her hair a quick check.

"I'll take it here," Moon said.

The Director was suddenly standing over the foot of the table, leaning forward in her trademark power pose. "Estelle," she said. "Good. Something's gone wrong with Project Adrestia…"



SKORPIOS DEFENSE SYSTEMS

"So, tell me what's special about your drones, Mr. Hayes." The man from Upstairs reached out and plucked one from the air, where it buzzed through the test site.

"Of course, Mr. ..." Hayes coughed. "Ah, sorry. I don't believe I caught your name."

"I didn't give it," said the man from Upstairs. "The drones."

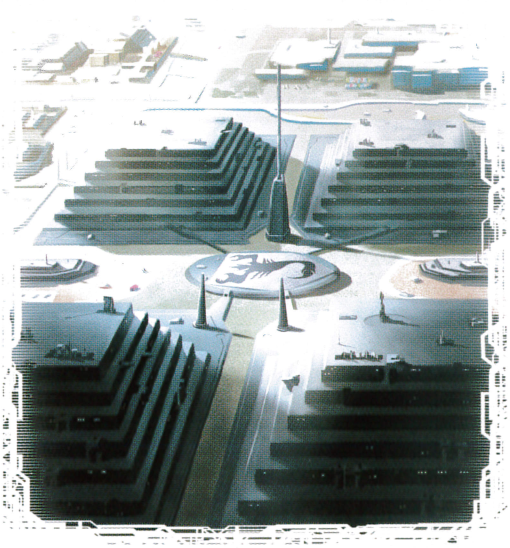
"Yes, well." Hayes turned, as if to find some comfort or inspiration in the virt schematic over his shoulder. He found none, took a deep breath, and turned back to the hard-faced man with no name, in his ten thousand–credit suit and unnecessary sunglasses. "It's not the drones themselves that are special. It's their AI. We use a distributed architecture for a modular, fuzzy logic neural network that—"

"Let's skip past the technical stuff." The man from Upstairs wasn't really from, like, literally upstairs. He worked in a different corporation entirely, one from further up the Weyland Consortium food chain. Hayes didn't really understand how it all worked, only that this nameless man from a nameless department was to be told anything at all he wanted to hear. And apparently he didn't want to hear technical stuff.

"Ah, okay. So. Um." He scratched his nose. Swallowed again. "They each share part of the job of thinking. And the, uh, together they all form a big brain."

"So the more of them there are, the smarter they all get?" The man from Upstairs did not stop to hear Hayes' answer. "What if a drone thinking about something mission critical is destroyed?"

"Well, there's some redundancy, of course, but mainly the way the brain thinks is very flexible. If it forgets something important, it can figure it out again very quickly." This was okay. As long as he was just talking about the project, everything was fine. "The upside is that our drones can be much smarter than our competitors', which will result in complete battlespace supremacy." The man from Upstairs shifted in his chair. Hayes lost his train of thought. "Uhm…there will also be civilian applications, of course."



The man from Upstairs leaned forward. "Tell me. Is this distributed drone brain similar to a bioroid brain?"

Hayes felt his breath return. "I'm not sure anyone outside of Haas-Bioroid actually knows exactly how bioroid brains work. But from what I understand, bioroids are patterned after a brainmap and very strongly preconditioned with the Directives. Our system will be much more fluid and adaptable, not bound by original programming." He allowed himself a small smile. "If we can overcome the various technical hurdles lying before us, our swarm brain will be smarter than a bioroid."

"Smarter than a bioroid." The man from Upstairs released the buzzing drone and it rejoined the swarm, wobbling a little. "Wouldn't that be something. Let's say, hypothetically, that someone was building a bioroid that works the way you describe. No Directives. Adaptable brain, making new connections and evolving on the fly." The man from Upstairs leaned back again, forming a steeple with his fingers. "Hypothetically, how valuable would a working prototype of such a bioroid be to your research?"

"Ah…hypothetically?" Hayes swallowed. "Very." The man from Upstairs smiled, like a razor blade attempting charm.

SAMPLE CAMPAIGN DECK LISTS

AYLA "BIOS" RAHIM

Identity
1x Ayla "Bios" Rahim

Events
2x Careful Planning
2x Deep Data Mining
3x Diesel*
3x Modded*
3x Process Automation
3x Special Order*
1x Stimhack*
3x Sure Gamble*

Hardware
2x The Personal Touch*
2x Ubax

Programs
3x Datasucker*
3x Dhegdeer
3x Magnum Opus*
2x Adept
2x Gordian Blade*
1x Mammon

Resources
2x Biometric Spoofing
2x Dean Lister

STEVE CAMBRIDGE

Identity
1x Steve Cambridge

Events
2x Account Siphon*
1x Brute Force Hack
3x Easy Mark*
3x Forged Activation Orders*
3x Process Automation
2x Spear Phishing
1x Special Order*
3x Sure Gamble*

Hardware
1x Akamatsu Mem Chip*
2x Polyhistor

Programs
2x Aurora*
2x Femme Fatale*
2x Gordian Blade*
2x Mammon
1x Sneakdoor Beta*

Resources
3x Armitage Codebusting*
2x Bank Job*
2x Biometric Spoofing
2x Charlatan
2x Dean Lister
2x Laguna Velasco District

SEIDR LABORATORIES

Identity
1x Seidr Laboratories

Agendas
3x Accelerated Beta Test*
3x Successful Field Test
1x Elective Upgrade

Assets
3x Adonis Campaign*
3x Marilyn Campaign
1x Aggressive Secretary*
1x Snare!*

Upgrades
2x Mason Bellamy
1x Black Level Clearance
1x SanSan City Grid*

Operations
3x Hedge Fund*
3x IPO
2x Archived Memories*
2x Biotic Labor*

Ice
1x Heimdall 1.0*
2x Viktor 1.0*
3x Ichi 1.0*
1x Enigma*
2x Tapestry
2x Eli 2.0
1x Roto Turret*
2x Tollbooth*
2x Wall of Static*
1x Hortum

SKORPIOS DEFENSE SYSTEMS

Identity
1x Skorpios Defense Systems

Agendas
3x Armored Servers
2x Graft

Assets
2x Adonis Campaign*
3x Snare!*
2x Mr. Stone
1x Melange Mining Corp*
2x PAD Campaign*
1x SanSan City Grid*

Upgrades
2x K. P. Lynn

Operations
2x Bean Stalk Royalties*
3x Hedge Fund*
2x Scorched Earth*
2x Hunter Seeker
2x IPO

Ice
1x Ice Wall*
2x Bloodletter
1x Colossus
1x Hailstorm
2x Hortum
1x Enigma*
1x Wall of Static*
1x Data Raven*

* *Android: Netrunner* Core Set card

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